



WEREWOLF

THE APOCALYPSE

Relationship-Map Connections

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Putting connections on the Relationship Map can be daunting. The following lists provide inspiration for each step in the process. Choose one option verbatim, let it inspire you, or pick randomly and see what happens.

PACK RELATIONSHIPS AND FIRST CHANGE

10 Positive Pack Relationships

1. Helped me find my tribe or brought me into the pack
2. Was there for my First Change and walked me through the dangerous moments
3. Stood by me on a disagreement we had with the rest of the pack
4. Protected me from a spirit that tried to trick me into a pact
5. My older sibling: if not in blood then in deed
6. I look up to them as the best example of what a Garou can be
7. Taught me everything I know about hunting spirits and monsters
8. Helps me understand the rites, rituals and politics of the Garou Nation
9. Always makes me laugh even in the darkest of times
10. Taught me an important skill that I use everyday

10 Negative Pack Relationships

1. Always in my personal business when they should worry about their own
2. Enables my worst tendencies and then never seems to face the consequences
3. We had a brief, regrettable relationship and neither of us are over it
4. Keeping a secret the rest of the pack can never know
5. I can never tell them my true feelings about them
6. Jealous of their position in the pack or local Garou politics
7. I know what they said about me behind my back to the rest of the pack
8. They think they are so smart and they never are
9. Their ignorance is going to get one of the pack killed someday
10. They replaced someone in the pack and will never live up to the original member

10 Dramatic Turning Points

If you want a First Change for a character that has lasting consequences use these suggestions either as inspiration or verbatim:

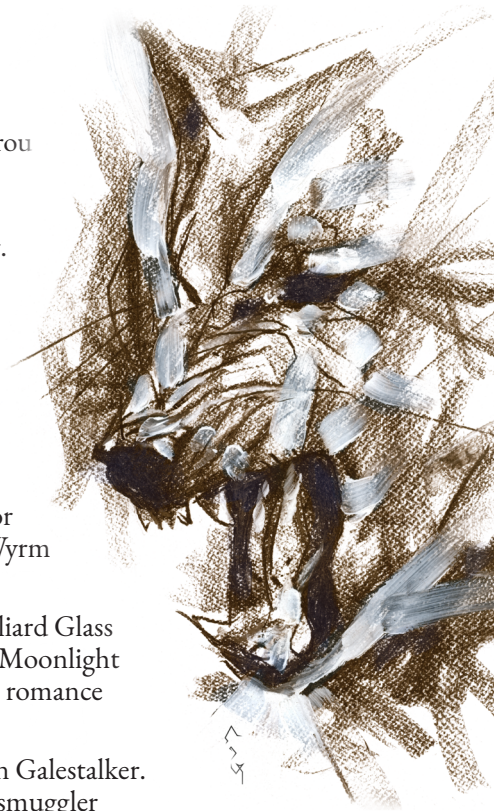
1. They kicked you while you were down one too many times. Their laughter turned to screams as you rose as something much bigger, and much deadlier than a bully.
2. It was a horrible car wreck. You only survived because you instinctively changed the moment before impact. The other passengers did not.
3. Everything came down to this moment: your grades, your future and more. The first slide was in the wrong place and everything went wrong from there until all you heard were screams and all you saw was red.
4. The feelings were too intense. You suddenly knew you had to run away from them even though you were willing to share your bodies with each other. You never saw your first love again.
5. You didn't expect to walk into a robbery when you hit the corner store at 2 am. They weren't expecting you to turn into a howling beast when they smashed you in the face with a loaded gun.
6. For a week you dreamed you were a wolf running through the forest. One morning you woke up thirty miles from home from your family on the side of the road and never looked back.
7. You weren't expecting them to lock the doors at the wedding. It was at that moment the long line of Garou in your family bloodline revealed their strange tradition about the First Change. To prove you were worthy of the wolf you had to kill your way out of the room after they triggered the change. After that, nothing the Wyrms can do fazes you.
8. It was just supposed to be a summer job. But then you began to smell the blood of the butchers everywhere. You gorged yourself on raw meat one day and transformed when your boss found you.
9. They tricked you into thinking it was a camping trip. They drugged your food and water, put a bag on your head and then left you in the wilderness. They said it was for your own good, to help you become the wolf, but you quietly seek your revenge someday, even though you survived.
10. It was obvious what they were doing to the young people put in their care and that nobody in power would take action. You bottled up your rage until you convinced them to do the same thing to you. You let it all out in the secluded spot, covering the car in their blood and your claw marks.

BACKGROUNDS AND FLAWS

10 Garou Relationship-Map Connections

Use these connections as inspiration for a Mentor, Adversary, or any other Garou on the Relationship Map.

1. **Skeeter Hensley**, Theurge Bone Gnawer. Runs a towing service that helps Garou get rid of wrecked automobiles
2. **LaTia Hermann**, Ragabash Child of Gaia. A social media influencer that looks for signs of spirits or the Wyrms on social media
3. **Jeremy Bondeau**, Galliard Glass Walker. Author of the Moonlight Mysteries supernatural romance novel series
4. **Seojun Kwan**, Ahroun Galestalker. Art dealer and artifact smuggler
5. **Lisa Meyers**, Philodox Silver Fang. Head nurse at St. Anne retirement community
6. **Margot Moreau**, Theurge Hart Warden. Tarot reader, spiritual healer, and confidence woman extraordinaire
7. **Neel Eggers**, Ragabash Silent Strider. IT specialist building secure communications networks for Garou Nation
8. **Megan Tawney**, Ahroun Black Fury. Soccer hooligan and tiny fierce scrapper
9. **John Babe**, Philodox Shadow Lord. Firearms dealer located in his own secure compound
10. **Julia Estes**, Galliard Ghost Council. Bass player of the band Wicked Church Ladies



20 HUMAN RELATIONSHIP-MAP CONNECTIONS

Use these connections as inspirations for human characters represented by Backgrounds or Flaws (including Allies, Enemies, Stalkers, Contacts, or Masks), or even a Touchstone.

1. **“Wolfman” Jackie Long.** A local police officer who claimed to see a wolf running across the rooftops; her fellow officers won’t let her live it down
2. **Joe Riggs.** Long haul Trucker that’s not above adjusting their cargo manifest if the price is right
3. **JJ Williams.** Weary high school biology teacher and reluctant baseball coach
4. **Caitlyn Ambrose.** Nanny to one of the wealthiest families in town
5. **Tucker Bannerjee.** Third shift drug store employee with a copy of the boss’s keys; he’s happy to let anyone use the office for a few bucks a minute
6. **Dan Higgins.** Microbrewer... podcaster... Who knows what he’ll be next week?
7. **Vickie Maas.** Founder of MystiCon, where the occult becomes real; desperately wants to find out anyone isn’t a fraud
8. **Mark Brooks.** Recent law school graduate making a living as a gig driver who saw something unbelievable three nights ago
9. **Scott Silverstein.** High school physics teacher who cosplays famous scientists at conventions and birthday parties as a side gig
10. **Maya Carpenter.** Museum curator and local folklore specialist checking up on recent sightings of a legendary creature
11. **Allison Byrne.** 10 o’clock news anchor looking to go to the network with a big story about the recent serial killer
12. **Tegan Teague.** Roller derby girl who teaches self-defense classes for free at shelters across the city
13. **Erin Fishburn.** Low budget horror filmmaker currently making a werewolf movie with an actual talisman as a prop
14. **Meghan Kim.** Detective that looks for the easiest way to a closed case that doesn’t have to be the accurate one
15. **Jared Lincoln.** Weathered old reporter who should probably retire but then doesn’t know what they would do with themselves every night
16. **Carlos Espinosa.** Breakout high school athlete: basketball, football, baseball, you name it; all they have to do is choose which one will pay for college.
17. **Susan Ballestreri.** Legitimate business owner that is trying to clean up her family’s bad image.
18. **Bonnie Kramer.** Stage tech who knows at least one person in every currently touring band or theatre company
19. **Jim Krillman.** Meat packing employee that can discreetly disappear organic matter for the right price
20. **Harry Shah.** Private investigator who keeps getting calls from a client he thought he saw die

TOUCHSTONES

Use these characters as inspiration for Touchstones. Each one includes their exceptional dice pools.



Dana Zhao recently retired from a thirty-year career in nursing, but you wouldn't know it by looking at her. She's staying active by doing what she's always done; helping people in her neighborhood and community find health care when they can't afford it. Her **Streetwise** (8 dice) abilities make her a walking encyclopedia of free clinics, open shelters, and places to get a hot meal. She can also use her own **Medicine** skill (7 dice) to patch people. She might not report her patients to the authorities but she's happy to share her opinions about repeat customers as necessary.

Saul Petrovich grew up at the knee of his father in the bar that he now owns. For Pete's Sake is a solid, reliable bar that's supported by a neighborhood looking for a third location. Saul provides an open mind and sympathetic ear to anyone who walks in the door. His finely developed **Insight** (8 dice) can get a sense of any human he meets...or anything pretending to be human. He's also learned the fine art of **Subterfuge** (7 dice) to talk about sensitive topics in detail without talking about them openly. Saul doesn't always remember your drink but the one he serves is always the one you need.

Ramon Iglesias teaches history in a way that's harder and harder to find in schools with squeezed budgets and blindly angry parents. He makes the major points of history come alive through **Performance** (7 dice) of silly skits and songs that kids remember well into their adulthood. Ramon also has a soft spot for supernatural mystery shows, but he's consumed enough to know the difference between reality schlock and ones based in **Occult** (8 dice) reality. Looking at any books from the 20th century or older makes him feel like a kid opening birthday presents.

Blake Donnelly grew up tall and right breaking hearts across the Midwest. He hasn't yet found a place in this world yet; stints in sports and the military didn't pan out. Right now, he's using his **Athletics** (8 dice) to haul heavy things around construction sites. It pays well and lets him admire the other men on site. He would never date anyone on the job, though. Construction also gets him home with plenty of time to go out at night and party. He's young, he's beautiful and his **Etiquette** (7 dice) means his profile rarely goes long before being swiped.

